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NES-4V-UKV-2

MEGA MAN 4*

INSTRUCTION BOOKLET

Ⓣ

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

CAUTION: This Game Pak may only be used with the MATTEL or NES VERSIONS of the Nintendo Entertainment System.

PRECAUTIONS

1) This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.

Note: In the interest of product improvement, Nintendo Entertainment System specification and design are subject to change without notice.

⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System™ ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Thank you for selecting the MEGA MAN 4* Game Pak for your Nintendo Entertainment System™.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this booklet for future reference.

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GETTING STARTED

1. Insert your Mega Man 4 Game Pak into your Nintendo Entertainment System and turn it on. Watch the story screens to learn the secret origin of Mega Man. If you wish to skip these screens, press the **START** button.

2. On the title screen, you can choose to begin a new game or use a password to continue a previous game.

   To begin a new game, move the arrow next to **PRESS START**, then press **START** on your control pad.

   To continue a previous game, see the *Using your Password* section later in this manual.

3. When the next screen appears, you will see various mug shots of Dr. Cossack's robot masters. Use the control pad to highlight the robot master you wish to battle, press the **A** button and get ready for action!

4. To end the game at any time, simply turn your Nintendo Entertainment System off and remove your Game Pak.

INVITATION TO DOOM!

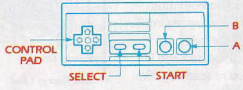
A year after the destruction of Gamma, a mysterious message arrives at Dr. Light's lab...

> Good evening, Dr. Light. Allow me to introduce myself – I am Dr. Cossack. You may not have heard of me, but soon the world will know my name.
>
> Over the years, you have been hailed as the greatest robot designer in the world, while my robotic creations have been totally ignored. I cannot allow this to continue. The world must be made aware of my genius!
>
> From my Siberian citadel, I've sent eight of my most powerful robots to destroy that titanium troublemaker, Mega Man. Once they have obliterated him, I will place his broken body on display for the entire world to see. Only then will I be allowed to take my place as the greatest robot designer of all time!

Dr. Cossack

CONTROLLING MEGA MAN

To move left or right	Press the control pad left or right.
To climb up or down	Press the control pad up or down.
Jump	Press the **A** button
Slide	Press the control pad down and hit the **A** button. Mega Man will slide in the direction he is facing.
Fire your weapon	Press the **B** button. Hold down the **B** button to energize the Mega Buster.



THE BATTLE BEGINS!

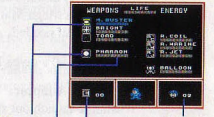
Wave after wave of mindless metal machines march toward you. Summon the full power of the Mega Buster and melt them down to size. Pick up energy pellets and weapon capsules to keep up your strength. Keep an eye on your energy meter in the top left corner of the screen. Because once your energy is gone, so is your life!

Run, jump and climb through the mazes of twisted corridors to the lair of the robot master. Once you arrive, it's going to be a cybernetic slugfest and only one of you will survive. Keep on pounding the robot master with your weapons until his energy is depleted. Once he's been deactivated, grab his weapon and add it to your arsenal. Now you're ready to take on another of Dr. Cossack's crazy creations.

MEGA POWER!

At Mega Man's command is a host of high-tech weapons including the miraculous Mega Buster! You can view your weapons box at any time by pressing the **START** button. Inside the weapons box you will see all the weapons, energy tanks and extra lives you have collected so far. Press the control pad in any direction to select the weapon you wish to activate and then press the **A** button. when you return to the action, Mega Man will be armed with that weapon.

In every area, Mega Man must battle his way through an endless array of anarchistic androids. As he blasts these robotic rebels into oblivion, Mega Man may find a variety of special items to aid him in his journey.



MEGA POWER! cont.

Energy Pellets: These pellets increase Mega Man's energy level.

Weapon Capsules: These capsules increase the energy level of Mega Man's current special weapon. They have no effect on the Mega Buster.

Energy Tanks: These handy tanks of liquid energy replenish Mega Man supply. Mega Man can store these tanks until needed.

1-UP: 1-UPs gives Mega Man one more life.

Balloon Adaptor: The balloon adaptor allows Mega Man to launch out small floating platforms.

Wire Adaptor: The wire adaptor allows Mega Man to fire a wire up to a ledge or ceiling. Once attached, the wire will pull Mega Man straight-up.

A LITTLE HELP FROM YOUR FRIENDS

Mega Man is more than a match for Dr. Cossack's metal munching maniacs. But even a cybernetic super-hero needs a little help now and then. So, Dr. Light has sent Mega Man a couple of robotic reinforcements -- just in case. Rush, Mega Man's canine companion, can be summoned using the weapons box and transformed into a variety of mighty machines.

Rush Coil	Rush turns into a springboard to catapult you over obstacles.
Rush Marine	Rush transforms into a submarine for undersea travel.
Rush Jet	Rush becomes a jet sled for sky high travel.

NOTE: The Rush Coil is the only option available at the beginning of the game. The Rush Marine and Rush Jet Adaptors can only be found by destroying certain robot masters.

A LITTLE HELP FROM YOUR FRIENDS cont.

To activate one of Rush's machines, press **START** to bring up the weapons box. Press the control pad in any direction to select the machine you wish to use. Then press the **A** button to activate the machine.

When you return to the battle, press the **B** button to call Rush and he will transport down next to you. Just jump on him and away you go!

Waiting for you in certain stages is Flip-Top, Dr. Light's cybernetic suitcase. When you see him, just walk right up and Flip-Top will toss you a power-up item. Once his compartment is empty, Flip-Top will automatically transport back to Dr. Light's lab for a refill.

USING YOUR PASSWORD

Each time you obliterate one of Dr. Cossack's robot masters you will be rewarded with a secret password. Using a piece of paper and a pencil, copy the location of the dots in the password grid. When you have finished, place your password in a safe place.

The next time you play Mega Man 4 you can continue from where you received your password. Here's how:

1. On the title screen, move the arrow next to **PASSWORD** and press the **A** button.
2. When the empty password grid appears, use the control pad to move the brackets to the location on your first dot. Press the **A** button to place the dot. To erase the dot, press the **A** button again.
3. Once you have finished placing each of the six dots in your password, move the brackets to **END** and press the **A** button. If the password is correct, the game will return you to where you received the password.

ROBOT MASTERS

PHARAOH MAN

TOAD MAN

BRIGHT MAN

DIVE MAN

RING MAN

DRILL MAN

DUST MAN

SKULL MAN

THE WINNER'S EDGE

1. To summon the full power of the Pharaoh Shot, hold down the **B** button until a giant fireball appears over Mega Man's head. Once it does, release the button to send the fireball speeding toward your enemy.
2. After you complete a level, you are allowed to play that level again in case you missed something the first time. However, the robot master will NOT be waiting for you the second time though.
3. Charge up the Mega Buster while running. If you do, you'll have Mega power when you need it.
4. If you get hit by an enemy, you will be invincible for a moment. Use this time to get by any tough obstacles.

NOTES

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90-DAY LIMITED WARRANTY

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Nintendo Entertainment System GAME PAKS

Nintendo UK Entertainment Limited ("Nintendo") warrants to the original consumer purchaser that the Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day limited warranty period, Nintendo will repair or replace the defective Pak, at its option, free of charge.

To receive this warranty service, return the Pak postage prepaid, insured, and with proof of the date of purchase to:

Nintendo UK Entertainment Limited
Nintendo Service Centre
Parham Drive
Boyatt Wood
Eastleigh, Hants
SO5 4NU England
Tel. (0329) 243 300

Paks returned without proof of the date of purchase or after the 90-day limited warranty period will, at the option of Nintendo, be repaired at the service charge then in effect for out-of-warranty repair. Call (0329) 243 300 for the amount of this charge. (Repair done after acceptance of the quotation.) Payments must be made by cheque or money order, payable to Nintendo UK Entertainment Limited.

This warranty shall not apply if the Pak has been damaged by negligence, accident, abuse or modification subsequent to purchase. This warranty does not interfere with your statutory rights. For all information on this Game Pak or other NES Game Paks, call the Nintendo "Hotline" at: (0703) 652 222.

NINTENDO HOTLINE

Do you have a question about game play?
Are you being stomped by a Thwomp in Mario 3?
Or do gargoyles gang up on your Game Boy?

If your answer to these questions is yes, then why not call the

NINTENDO HOTLINE

WE ARE OPEN 12 P.M. – 8 P.M. MONDAY TO FRIDAY

10 A.M. – 3 P.M. SATURDAY AND SUNDAY

Why not telephone now, and one of our expert counsellors will be more than happy to answer your call.

THE NUMBER TO CALL IS

0703 652222